



BATTLE OF AFRICA 3

# HANDBOOK

Looking to participate?



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Wanting to stream?



[Go to Content Creation](#)

VERSION 1.4

HANDBOOK BY CHRAZINI

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# TOURNAMENT

The biggest and most prestigious team game tournament of Age of Empires II is finally making its return. It is long overdue, but we cannot be more excited to share with you that Battle of Africa will once again be happening, and we are incredibly excited to share the details with you.

As a viewer, you will catch the face of every player in the tournament, experience professional casting, see the player's point of view during intense moments as well as get insights into what goes on in the voice communication during games.

We can virtually guarantee that we will see every single civilisation in the game, even the ones from the brand new Dynasties of India.



Announcement Post



Official Discord Server



Official Stream



## SUMMARY

- Three vs three.
- **Qualification Stage**, May 16<sup>th</sup> to 29<sup>th</sup>.
  - Round of 32 are **best of three**.
  - Round of 16 are **best of five**.
- **Group Stage**, June 2<sup>nd</sup> to 17<sup>th</sup>.
  - Expanded GSL System
  - Sixteen players in two groups.
  - All matches are **best of five**.
- **Final Stage**, May 18<sup>th</sup> to 26<sup>th</sup>.
  - Quarterfinals are **best of seven**.
  - Semifinals are **best of seven**.
  - Grand final are **best of nine**.



Liquipedia Page

## CONTACT

For any questions or inquiries regarding the event, please reach out using any of the methods below.

### CHRAZINI

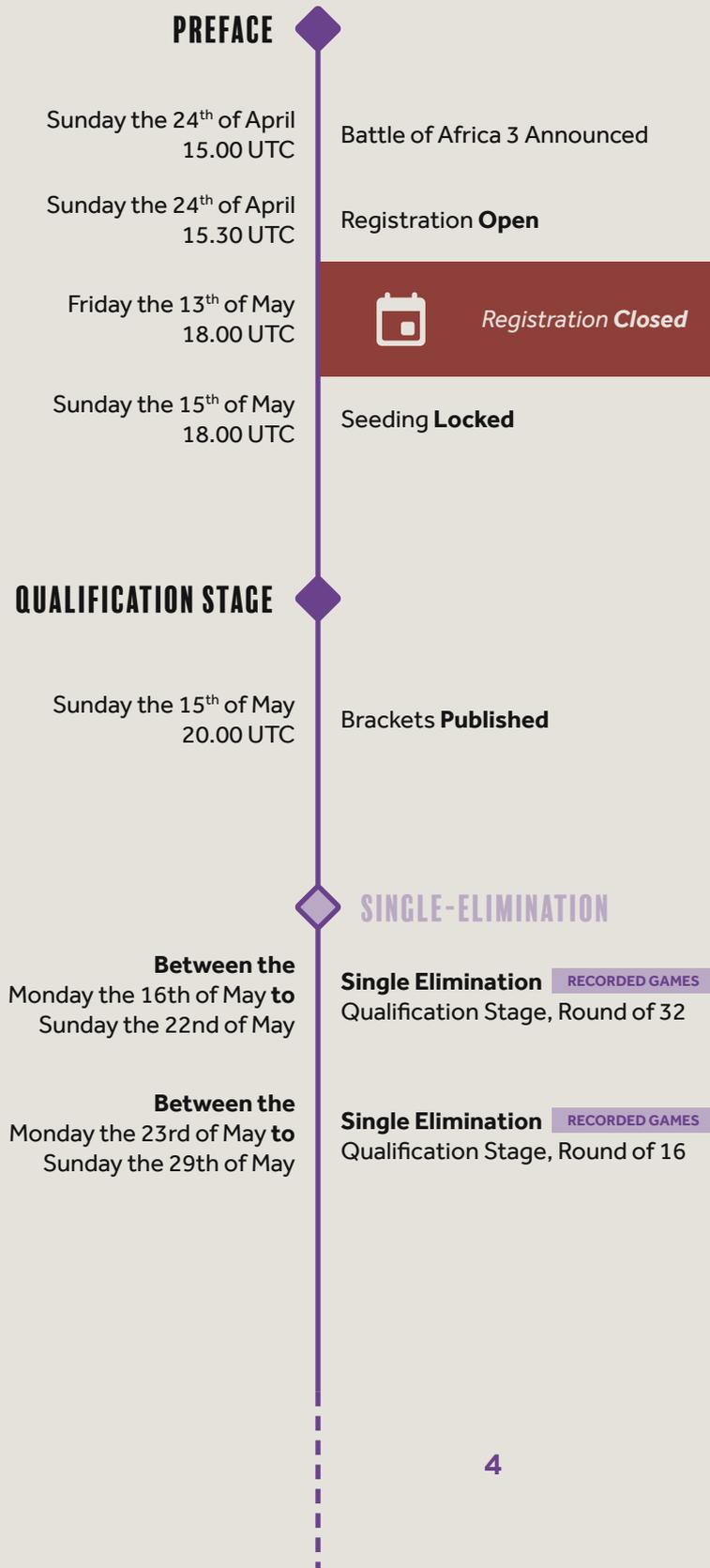
- **Discord:** Chrazini#5687
- **Steam:** Chrazini

### RORARIMBO

- **Discord:** Rorarimbo#0282
- **Steam:** Rorarimbo

# EVENT TIMELINE

The official timeline of the event. Entries marked in red are exceptionally important for anyone looking to qualify for the tournament. Missing these will lead to the inability to participate in the event.



## MAIN EVENT

### GROUP STAGE

Thursday the 2<sup>nd</sup> of June  
15.00 UTC **Group Stage** LIVE GAMES  
Group A, Opening Matches

Friday the 3<sup>rd</sup> of June  
15.00 UTC **Group Stage** LIVE GAMES  
Group B, Opening Matches

Saturday the 4<sup>th</sup> of June  
15.00 UTC **Group Stage** LIVE GAMES  
Group A, Opening Matches

Sunday the 5<sup>th</sup> of June  
15.00 UTC **Group Stage** LIVE GAMES  
Group B, Opening Matches

### GROUP STAGE

Thursday the 9<sup>th</sup> of June  
15.00 UTC **Group Stage** LIVE GAMES  
Group A, Losers' Matches

Friday the 10<sup>th</sup> of June  
15.00 UTC **Group Stage** LIVE GAMES  
Group B, Losers' Matches

Saturday the 11<sup>th</sup> of June  
15.00 UTC **Group Stage** LIVE GAMES  
Group A, Winners' Matches

Sunday the 12<sup>th</sup> of June  
15.00 UTC **Group Stage** LIVE GAMES  
Group B, Winners' Matches

### GROUP STAGE

Thursday the 16<sup>th</sup> of June  
15.00 UTC **Group Stage** LIVE GAMES  
Group A, Decider Matches

Friday the 17<sup>th</sup> of June  
15.00 UTC **Group Stage** LIVE GAMES  
Group B, Decider Matches

**MAIN EVENT**



**FINAL STAGE**

Saturday the **18<sup>th</sup>** of June  
15.00 UTC

**Single-Elimination**  
Quarterfinals

LIVE GAMES

Sunday the **19<sup>th</sup>** of June  
15.00 UTC

**Single-Elimination**  
Quarterfinals

LIVE GAMES



**FINAL STAGE**

Saturday the **25<sup>th</sup>** of June  
15.00 UTC

**Single-Elimination**  
Semifinals

LIVE GAMES

Sunday the **26<sup>th</sup>** of June  
15.00 UTC

**Single-Elimination**  
Grand Final

LIVE GAMES

**TOURNAMENT  
CONCLUDED**



# QUALIFICATION STAGE

The eight highest-seeded teams will immediately qualify for the main event. For the rest of the teams, to secure a spot in the main event, they must compete in the qualification stage. All eight teams winning the qualification stage will move straight to the main event.

Teams are free to schedule and play their games whenever they and their opponents see fit, within the respective timelines.



## SUMMARY

- **Two rounds** of single elimination.
- **Ro32** is played between the **16<sup>th</sup> of May** and **22<sup>nd</sup> of May**.
  - Played as **Bo3**.
- **Ro16** is played between the **23<sup>rd</sup> of May** and **29<sup>th</sup> of May**.
  - Played as **Bo5**.
- Teams winning **Ro16** will move on to the main event.

## ROUND #1

### ROUND OF 32

 Best of Three

Before the first game commences, teams must complete a **map draft** followed by a **civilisation draft**. The **highest-seeded** team of the matchup must host the drafts.

The drafted map pool is shared, and teams may pick any maps drawn by them or their opponents.



#### MATCH ORDER

- Game 1** Last available map after the draft.
- Game 2** The loser of the previous game's choice.
- Game 3** The loser of the previous game's choice.



Map Draft



Civilisation Draft

## ROUND #2

# ROUND OF 16

 Best of Five

Before the first game commences, teams must complete a **map draft** followed by a **civilisation draft**. The **highest-seeded** team of the matchup must host the drafts.

The drafted map pool is shared, and teams may pick any maps drawn by them or their opponents.



### MATCH ORDER

- Game 1** Last available map after the draft.
- Game 2** The loser of the previous game's choice.
- Game 3** The loser of the previous game's choice.
- Game 4** The loser of the previous game's choice.
- Game 5** The loser of the previous game's choice.



Map Draft



Civilisation Draft

# MAIN EVENT

The eight best performing teams from the qualification stage will move on to the main event to meet the eight teams that immediately qualified. The group stage is swiss format, but can also be seen as an expanded version of the GSL system, focusing on avoiding repeat matchups.

The group stage as a whole is divided into two groups. Teams are divided based on their current seed. Within the groups, teams are arranged by score; then, within a group, the highest-seeded team will face the lowest-seeded team. If the previous factors end up with a repeat matchup, the no-repeat matchups rule will take precedence, and the teams will be switched.

Ties are inevitable with this system and will be broken by the two following factors. Firstly, checking whether the teams have played each other earlier. If they have, whoever won the head-to-head match will break the tie. If they have not played earlier, the team's seed will break the tie.



## SUMMARY

- **Group stage** lasting **three** rounds - **2<sup>nd</sup>** of June to **19<sup>th</sup>** of June.
  - Two groups containing **eight teams each**.
- **Three** rounds of **single elimination** - **18<sup>th</sup>** of June to **26<sup>th</sup>** of June.
- **Group stage** are played as **Bo5**.
- **Quarterfinals** and **semifinals** are played as **Bo7**.
- **Grand final** is played as **Bo9**.

### ROUND #1 #2 #3

## GROUP STAGE

 Best of Five

Before the first game commences, teams must complete a **map draft** followed by a **civilisation draft**. The **highest-seeded** team of the matchup must host the drafts.

The drafted map pool is shared, and teams may pick any maps drawn by them or their opponents.



### MATCH ORDER

- Game 1** Last available map after the draft.
- Game 2** The loser of the previous game's choice.
- Game 3** The loser of the previous game's choice.
- Game 4** The loser of the previous game's choice.
- Game 5** The loser of the previous game's choice.



Map Draft



Civilisation Draft

## ROUND #4

# QUARTERFINALS

 Best of Seven

Before the first game commences, players must complete a **map draft** followed by a **civilisation draft**. The **highest-seeded** player of the matchup must host the drafts.

The drafted map pool is shared, and teams may pick any maps drawn by them or their opponents. If the series goes beyond game five, teams must perform a **supplemental** civilisation draft.

In order to correctly pick civilisations for the appropriate maps, only the first four drafted maps can be played during the first five games - the first map still being decided by the last pick.

If the series goes further and the supplemental civilisation draft is required, the remaining maps are used, and civilisation can be picked accordingly.



### MATCH ORDER

- Game 1** Last available map after the draft.
- Game 2** The loser of the previous game's choice.
- Game 3** The loser of the previous game's choice.
- Game 4** The loser of the previous game's choice.
- Game 5** The loser of the previous game's choice.
- Game 6** The loser of the previous game's choice.
- Game 7** The loser of the previous game's choice.



Map Draft



Civilisation Draft



Supplemental Draft

## ROUND #5

# SEMIFINALS

 Best of Seven

Before the first game commences, players must complete a **map draft** followed by a **civilisation draft**. The **highest-seeded** player of the matchup must host the drafts.

The drafted map pool is shared, and teams may pick any maps drawn by them or their opponents. If the series goes beyond game five, teams must perform a **supplemental** civilisation draft.

In order to correctly pick civilisations for the appropriate maps, only the first four drafted maps can be played during the first five games - the first map still being decided by the last pick.

If the series goes further and the supplemental civilisation draft is required, the remaining maps are used, and civilisation can be picked accordingly.



### MATCH ORDER

- Game 1** Last available map after the draft.
- Game 2** The loser of the previous game's choice.
- Game 3** The loser of the previous game's choice.
- Game 4** The loser of the previous game's choice.
- Game 5** The loser of the previous game's choice.
- Game 6** The loser of the previous game's choice.
- Game 7** The loser of the previous game's choice.



Map Draft



Civilisation Draft



Supplemental Draft

## ROUND #6

# GRAND FINAL

 Best of Nine

Before the first game commences, players must complete a **map draft** followed by a **civilisation draft**. The **highest-seeded** player of the matchup must host the drafts.

The drafted map pool is shared, and teams may pick any maps drawn by them or their opponents. If the series goes beyond game five, teams must perform a **supplemental** civilisation draft.

In order to correctly pick civilisations for the appropriate maps, only the first four drafted maps can be played during the first five games - the first map still being decided by the last pick.

If the series goes further and the supplemental civilisation draft is required, the remaining maps are used, and civilisation can be picked accordingly.



### MATCH ORDER

- Game 1** Last available map after the draft.
- Game 2** The loser of the previous game's choice.
- Game 3** The loser of the previous game's choice.
- Game 4** The loser of the previous game's choice.
- Game 5** The loser of the previous game's choice.
- Game 6** The loser of the previous game's choice.
- Game 7** The loser of the previous game's choice.
- Game 8** The loser of the previous game's choice.
- Game 9** The loser of the previous game's choice.



Map Draft



Civilisation Draft



Supplemental Draft

# PARTICIPATION

To partake in the tournament as a team, it is crucial that the following steps are followed in order to properly register for the event and secure your chance to participate in the qualification stage.



Official Discord Server



Registration Form

## INSTRUCTIONS

- Join the official Discord server used for the event. This Discord server will be used for updates prior to and during the event and actively used for scheduling and finding opponents during the qualification stage. If a player is found not being part of the Discord server once the qualification stage has begun, they may be automatically disqualified.
- Sign up using the registration form linked above. Make sure to double-check all information with your teammates before submitting the form.



*An improper registration will result in your registration being declined.*

## §1 REGISTRATION REGULATIONS

- 1.1** Participants accept all rules and settings stated in this handbook by registering for the tournament.
- 1.2** The nickname provided must be pronounceable in English and must not contain offensive words or language.
- 1.3** Utilising an account that does not correctly reflect a participant's actual rating is strictly forbidden.
- 1.4** Participants are allowed to register with and utilise an operator.
  - 1.4.1** The operator will be responsible for communicating on behalf of the team, and the operator must be available at all times when the team is expected to.
  - 1.4.2** The team using an operator will be held responsible for the actions that the operator makes on their behalf.
- 1.5** Participants must not register for the event with an account they do not own.
- 1.6** Anyone working in any capacity on an Age of Empires title with World's Edge cannot participate.

# GENERAL GUIDELINES

## §2 GAME & PATCH

 Games are played on Age of Empires II: Definitive Edition.

- 2.1 Participants must own a genuine copy of Age of Empires II: Definitive Edition.
- 2.2 If the game receives a patch during the event, a decision will be made whether to remain on the old patch or employ the new one.

## §3 CHEATING

 Cheating, hacking and the use of macros are not allowed.

- 3.1 Cheating or hacking is not allowed under any circumstances. Participants found utilising any cheats or hacks will be immediately disqualified and banned from all future events.
- 3.2 Communicating with people during a game, other than your currently playing allies or the tournament administrators, is strictly forbidden. Receiving any information from third parties during a game may lead to disqualification.
- 3.3 The use of scripts or macros is strictly forbidden. Issuing multiple commands using only one action is considered illegitimate.

## §4 RESPECT & COOPERATION

 Respect and assist everyone involved in the event.

- 4.1 All participants, broadcasters and administrators must express mutual respect to one another. Poor behaviour, insults, racism, sexism or breach of netiquette will not be tolerated. Great sportsmanship during the entirety of the tournament is expected from all participants.
  - 4.1.1 Any instances of misconduct or harassment will be taken very seriously and should immediately be brought to the attention of the tournament administration.
- 4.2 All participants must cooperate with a proper attitude and assist in any situation or incident they are involved in to ensure that the event runs smoothly.

## §5 RECORDED GAMES

 Recorded games must always be shared.

- 5.1 All games during the entire event must be recorded.
- 5.2 As soon as a game series has concluded, both the victor and loser must provide the recorded games to an administrator.
  - 5.2.1 Potential restarts and restores must also be included.
- 5.3 The recorded games must be adequately labelled to indicate the teams and correct game number.

## §6 PUNCTUALITY

 Be on time.

- 6.1** During live games, players must be in the game lobby and ready to begin their match at least five minutes before the scheduled time.
  - 6.1.1** Preliminary practices such as drafting civilisations must be completed beforehand.
- 6.2** If a team fails to show up to an arranged or confirmed game within twenty minutes, the opponent will be granted an administrative game win thereupon, and for every additional ten minutes they are late.
  - 6.2.1** Exceptions can be made by the administration if it is clear that an participant is experiencing technical difficulties that prevent the game from starting.
- 6.3** If a team is unable to play at a scheduled time, attempts may be made to accommodate the player's situation. Still, no guarantee can be ensured. Failing to play at a scheduled time may lead to disqualification.

## §7 COMMUNICATION & CONFIDENTIALITY

 Communicate efficiently and confidentially.

- 7.1** Once registered for the tournament, participants must regularly check all platforms associated with the event for anything that may concern them.
- 7.2** The contents of private messages or correspondences that are not available to the public with the tournament administration are deemed strictly confidential.

## §8 TECHNICAL DIFFICULTIES

 Respect and assist everyone involved in the event.

- 8.1** In the case of a game crash or de-synchronisation, the game must, by default, be saved and restored.
  - 8.1.1** It is recommended that players join a voice chat together while playing to report any issues they may experience during the game immediately and increase the viability of saved games.
- 8.2** Any issues that can not be resolved between the teams must be immediately brought up to an administrator.

## §9 PENALTIES

 Violating any rules will result in penalties.

- 9.1** Upon discovering any participant committing any violations of the rules listed in this handbook, the tournament administration may issue one or more penalties.
  - 9.1.1** Penalties range from verbal or written warnings, prize forfeitures, game forfeitures, match forfeitures and complete disqualification.
- 9.2** Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future events.

## §10 MISCELLANEOUS



Violating any rules will result in penalties.

- 10.1** The tournament administration reserves the right to amend, remove or otherwise change the rules at any time.
  - 10.1.1** Any modifications or additions will be listed on the last page of the handbook.
- 10.2** The tournament administration reserves the right to judge and act on cases not explicitly covered by the handbook.

# EVENT SETTINGS

## §11 SEEDING



Some teams are seeded based on previous tournament performances, while others are seeded using the ladder.

- 11.1** All teams are seeded based on a combination of their previous tournament performances in similar tournaments and their highest-achieved one versus one rating.
- 11.2** Teams that do fulfil the requirements for using previous tournament performances will be seeded solely using the highest-achieved one versus one rating.
  - 11.2.1** Only the three highest-rated players on the team will be taken into account.
  - 11.2.2** Ratings are fetched from the ranked leaderboards. If a player is not on the leaderboard, teams may be seeded incorrectly.
  - 11.2.3** Players ratings will be taken from the account they register with; however, the tournament administration retains the right to seed players using alternative accounts.
  - 11.2.4** In the case of a tie, the team's current rating will be taken into account.
- 11.3** The eight highest-seeded teams will immediately qualify for the main event.
  - 11.3.1** The rest of the teams must participate in the qualification stage for a chance to enter the main event.
- 11.4** A winning team will inherit the seed of their opponent if it is higher than their own.



Official Seeding

## §12 CIVILISATIONS



Players must have access to all civilisations. Players must only use drafted civilisations and must not repeat them between matchups.

- 12.1** Participants must have access to all civilisations in the game, including those from paid downloadable content packs.
- 12.2** If a player plays with a restricted civilisation, the game must be restarted, and the opponent team may pick any available civilisation for that player to play in the restarted game.
  - 12.2.1** The civilisation chosen must be picked from the opponent's drafted civilisation pool.
- 12.3** Teams may not repeat a civilisation that they have already played during the same matchup.

## §13 SCHEDULE

 Teams have the freedom to play whenever fits them best during the qualification and on set dates and times during the main event.

- 13.1** All starting times announced in the tournament are considered estimates. Teams are expected to be available prior to and after their scheduled start times.

### QUALIFICATION STAGE

- 13.2** During the qualification stage, teams must schedule and play their games within the predetermined timeframe shown below.

**13.2.1 Round of 32:** 16<sup>th</sup> of May to the 22<sup>nd</sup> of May

**13.2.1 Round of 16:** 23<sup>rd</sup> of May to the 29<sup>th</sup> of May

### MAIN EVENT

- 13.1** Teams will be given a date and time in which they are expected to play their games.
- 13.1.1** The tournament administration will schedule games according to the player's timezones and preferences to the best of their ability.
- 13.1.2** Until a date and time are entirely confirmed, teams are expected to remain available on the dates shown in the tournament timeframe.

## §14 COLOURS

 Players must use the player colours to pick their positions on the map.

- 14.1** Players must choose their relative position on the map, using the player colours in the in-game lobby.

**14.1.1** Each team must use a predetermined set of colours as shown below.



## §15 ADDITIONAL REQUIREMENTS

 Players accept the transmission of their webcam, audio and point of view during games. Players also accept to provide portraits and be interviewed.

- 15.1** All players entering the main event must own or acquire a webcam to be used during all matches played.
- 15.1.1** Players must be clearly visible during the entirety of their games in well-lit surroundings.
- 15.2** Players accept that their voice communication and point of view may be occasionally transmitted on the official stream.
- 15.2.1** As an anti-cheat measure, the tournament administration will have constant access to this information.
- 15.3** Players agree to be interviewed prior to and during the event.
- 15.3.1** These interviews may be conducted in writing, audio and video.
- 15.4** Players are required to provide a portrait image of themselves to be used on posters, banners and the official stream.

# LOBBY SETTINGS

## §16 PRE-LOBBY

- 16.1 Teams must work together to find a game server that benefits them both equally.
  - 16.1.1 If teams can not agree on a server to play on, they may flip a coin for the first game and alternate between their preferred servers going forward.
- 16.2 Hidden civilisations must be enabled.

## MAIN EVENT

- 16.3 All game lobbies must be hosted publically.
- 16.4 Spectators must be allowed.
- 16.5 No spectator delay are used.

## QUALIFICATION STAGE

- 16.6 All game lobbies must be hosted privately.

## §17 IN-GAME LOBBY

All parties are equally responsible for ensuring the lobby settings are correct before launching a game. Wrong settings may result in a game being restarted completely.

Data Mod Default	Game Mode Random Map	Map Style Custom	Location Map Name
Map Size Normal	AI Difficulty Standard	Resources Standard	Population 200
Game Speed Normal	Reveal Map Normal	Starting Age Standard	Ending Age Standard
Treaty Length None	Victory Conquest		

### Team Settings

- Lock Teams
- Team Together
- Team Position
- Shared Exploration

### Advanced Settings

- Lock Speed
- Allow Cheats
- Turbo Mode
- Full Tech Tree
- Empire Wars Mode
- Sudden Death Mode
- Regicide Mode
- Record Game

# GAME RULES

## §18 GAME RESTARTS



Players may restart in case of bugged maps.

- 18.1** Teams have no unrestricted restarts available.
- 18.2** Teams can request a restart in situations where their maps are bugged or otherwise failed to generate in the intended way.
- 18.3** The restart must be called during the first six minutes of in-game time.
- 18.4** After a restart, civilisations and colours must remain the same.
- 18.5** Administrators retain the right to restart a game under any circumstance.



## CONDITIONS

- More than 50% of the sides on a player-specific gold deposit, stone deposit or forage bush cluster are inaccessible.
- The intended amount of relics fail to generate.
- Any herdable<sup>1</sup> or wild animal<sup>2</sup> that belongs to a player is trapped or in any way inaccessible.
- Any player-controlled units are trapped or in any way inaccessible.
  - Villagers that are trapped but are otherwise still able to gather and deposit resources are excluded.
- Any player-specific object, such as resource deposit buildings, wild animals or villagers, fail to generate in the intended amount.

1. Herdable animals include sheep, turkeys, cows, llamas, goats, geese, pigs and water buffaloes.

2. Wild animals include boars, javelinas, elephants, rhinoceroses, deer, ostriches, ibexes and zebras.

## §19 LAMING



Laming is permitted.

- 19.1** Players are permitted to do anything that the game allows, including, but not limited to, walling in resources, blocking or killing villagers and killing enemy herdable or wild animals.

## §20 SLINGING



Players are only allowed to tribute resources once they have reached the Imperial Age.

- 20.1** Players are only allowed to tribute resources once they have reached the Imperial Age.

## §21 RESIGNATION

 A game is declared lost once a player from the respective team has resigned.

**21.1** A game is declared lost once a player from the respective team has resigned.

**21.1.1** This rule does not apply if the player is defeated.

## §22 PAUSING

 Pausing must only occur during critical technical difficulties.

**22.1** Players must only pause a game if they, or their opponents, are experiencing severe issues that are directly affecting the game and their ability to play.

**22.1.1** Using a pause to take a break, visiting the toilet, smoking or anything else non-technical is strictly forbidden.

**22.2** An administrator can order a pause at any time for any reason.

**22.3** Unless paused by the administration, teams must immediately inform an administrator of the situation and issues they face.

**22.4** The player pausing the game must also be the one to unpause the game.

**22.4.1** Before unpausing, the participant pausing the game must ensure that the opponents is ready to continue.

## §23 EXPLOITS

 The use of exploits is not allowed.

**23.1** Intentionally utilising any bugs, glitches or errors in the game is not allowed.

**23.1.1** In instances where bugs are utilised, the administration will decide whether the match should be restarted or not.

**23.2** Contact the tournament administration for any uncertainty about what is considered an exploit.

# MAPS

The official selection of maps used for the event. The map pack can be acquired by subscribing to the map mod using this button below or by searching for "Battle of Africa 3" in the in-game mod workshop.

Feedback or bug reports are invaluable to us, and we aim to improve and correct any potential errors before the event begins, has anything been discovered. Provide your feedback on the official Discord server in the appropriate channel.



## AFRICAN SPRINGS

Author • Chrazini



## BEACHFIGHT

Author • swissboy



## BOULDER FOREST

Author • Chrazini

*Played on Explored*



## CANYON LAKE

Author • Chrazini



## COLOSSEUM

Author • swissboy



## DESERT SLOPE

Author • Chrazini



## DONUT

Author • swissboy



## DRY SOCOTRA

Author • Forgotten Empires



## GRAND BARA

Author • Chrazini



## HABOOB

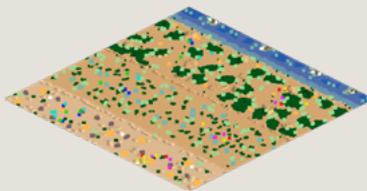
Author • Chrazini

*Only used during the Qualification Stage*



## MAGHREB

Author • Rorarimbo



## SAVANNAH

Author • Chrazini

*Only used during the Main Event*



# PAYOUT

To become eligible for a monetary reward, the following requirements must be met.

## §24 RULES & CONDITIONS

- 24.1 All required games must have been played within the respective timelines.
- 24.2 All recorded games and drafts must have been appropriately shared.
- 24.3 Payments are handled exclusively through bank transfers.
- 24.4 The participants must forward a completed invoice to the tournament administration.
  - 24.4.1 The invoice must include personal details such as the participant’s full name and address.
  - 24.4.2 The invoice must be provided no later than one month after the tournament conclusion.
    - 24.4.2.1 If no invoice is received before the deadline, the prizes are forfeited.
  - 24.4.3 Failure to provide sufficient information for the payments to complete will result in the payments not being made.
- 24.5 The tournament administration retains the right to cancel any pending payment if any evidence of fraud or foul play has been discovered.
- 24.6 When eligible for a monetary reward, only one person per team will be compensated, and it is the team’s own responsibility to distribute the prize among the players.

## §25 PRIZE POOL

- 25.1 The total prize pool allocated to the teams is **\$30,000.00** and is distributed to the winners in the following order.
  - 25.1.1 Sponsors for the prize pool includes **Microsoft** (\$30,000.00).
- 25.2 For every 5000 subscribers on the MembTV Twitch channel, \$2,500.00 will be added to the prize pool.
- 25.3 In case of any additional funding that goes into the prize pool will be distributed using the percentages stated below.

	PLAYER	PAYOUT PER TEAM	PERCENT PER TEAM	PAYOUT TOTAL	PERCENT TOTAL
1 <sup>st</sup>	1	\$10,000.00	33.33%	\$10,000.00	33,33%
2 <sup>nd</sup>	1	\$5,000.00	16.67%	\$5,000.00	16.67%
3 <sup>rd</sup> to 4 <sup>th</sup>	2	\$2,500.00	8.33%	\$5,000.00	16.67%
5 <sup>th</sup> to 8 <sup>th</sup>	4	\$1,250.00	4.17%	\$5,000.00	16.67%
9 <sup>th</sup> to 12 <sup>th</sup>	4	\$750.00	2.5%	\$3,000.00	10%
13 <sup>th</sup> to 16 <sup>nd</sup>	4	\$500.00	1.67%	\$2,000.00	6.67%

# CONTENT CREATION

Battle of Africa 3 offers open streaming under the condition that the requirements below are wholly accepted and followed. Furthermore, before being allowed to broadcast content from Battle of Africa 3, it is necessary to register as a broadcaster using the button below.

**Needless to say, these guidelines do not apply to the tournament host.**



Register as Broadcaster



Download Resources

## §26 BROADCASTING

- 26.1** All streamers must display one of the provided banners before, after and in-between tournament games.
- 26.2** The tournament logo must be visible at all times while in-game.
- 26.3** It must be clearly said during the stream who is hosting and sponsoring the event.
- 26.4** Broadcasters must add a custom chat command clarifying the host of the event, the sponsors and a link to the official broadcast.
  - 26.4.1** The command must be added to be part of the stream title.

### MAIN EVENT

- 26.5** During the main event, players are allowed to stream their point of view.
  - 26.5.1** A stream delay of at least two minutes is mandatory.
  - 26.5.1** External information that could give players an unfair advantage must not be visible to the player while in-game.

### QUALIFICATION STAGE

- 26.6** During the qualification stage, players are not allowed to stream their point of view.
  - 26.6.1** Players are allowed to record their gameplay to be released when games are cast.



We encourage everyone to stream and create content for the event and provide their viewers and audiences with great content from the casters and content creators that they enjoy the most.



List of Broadcasters

## §27 RECORDED CONTENT

- 27.1** When uploading gameplay from this event to other video sharing platforms, it must be clear, by using the title or description, who the tournament's host is.
  - 27.1.1** There must always be a direct clickable link to the official Twitch channel of the host.
- 27.2** Content must not be shared on other platforms until 48 hours after the respective content has been broadcast.

# CHANGELOG

All changes made to the handbook after release will be listed below. Use the page buttons  to go directly to the respective changes.

## VERSION 1.0

27<sup>th</sup> of April, 2022

-  1 Initial release.

## VERSION 1.1

28<sup>th</sup> of April, 2022

-  1 Corrected various typos that mentioned players instead of teams.
-  3 Fixed a typo in the summary box regarding the number of groups.
-  6 Fixed the timeline showing some incorrect dates.
-  21 Fixed an incorrect hyperlink.

## VERSION 1.2

10<sup>th</sup> of May, 2022

-  3 Fixed incorrect dates in the summary.
-  8 Map drafts have been added.
-  17 Added rules regarding the use of player colours.
-  21 Updated the maps page to include a link to the download page and map thumbnails.
-  22 Expanded on the rules and conditions regarding payout.

## VERSION 1.3

31<sup>st</sup> of May, 2022

-  9 Drafted have been updated to correctly reflect recent changes.
-  21 Savannah has been added to the map page.

## VERSION 1.4

4<sup>th</sup> of June, 2022

-  18 Updated the duration of the spectator delay.
-  23 As per request, broadcasting rules in relation to the host have been clarified.